PORTLAND RETRO GAMING EXPO

OREGON CONVENTION CENTER • PORTLAND, OR

OCTOBER 17-19, 2025

Cover by AedanDraws

HIGH SCORE ARCADE

Games Aged to Perfection

TICKET GAMES COIN PUSHERS CRANES PINBALL RETRO VIDEO GAMES

Go Back in time to ALL GAMES REQUIRE

OLD-FASHIONED SCOOP ICE CREAM

16 FLAVORS

MILK SHAKES

SHAVED ICE

SNACK BAR

PIZZA

HOT DOGS

CHILI DOGS

POPCORN

BEER – HARD CIDER_ BAR

WIN TICKETS redeem for AWESOME prizes

ENJOY THE FUN

210 N MOLALLA AVE.
MOLALLA

503-990-3378

BOOK PARTIES & EVENTS FAMILY FRIENDLY ALL AGES

OFFICIAL VIP AFTERPARTY

SATURDAY
OCT. 18TH
9PM - 1AM

21+

RETRO GAME BAR

6720 NE MLK JR BLV 971-271-8079 FOOD & SPECIALTY DRINKS

FEATURING
DJ J.RAD

TALENT/ VIP GUESTS

FREE GAME PLAY w/BADGE

OF OVER 1000 GAMES

PRIZE GIVEAWAYS 10PM-11PM

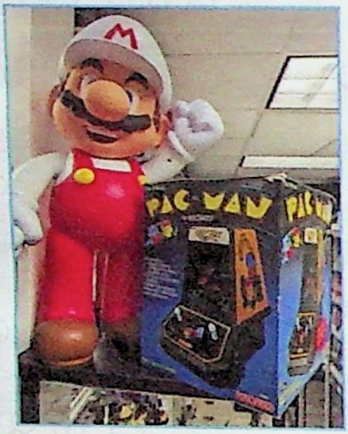
RETRO
GAME
BAR

PORTLAND
RETRO GAMING EXPO

**Wristband Required-Pick up @ Video Game Wizards Booth #114

VIDEO GAME WIZARDS

CLASSIC TO CUTTING EDGE



RETRO | MODERN | NEW & USED
GAMES | CONSOLES | ACCESSORIES

VIDEOGAME-WIZARDS.COM

2 Oregon Locations!

PORTLAND | MOLALLA

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EPICGAMINGPDX.COM | 503-850-4756
WATCH ALL OF OUR TOURNAMENTS THIS WEEKEND LIVE ON THE P
TOURNAMENT STAGE, ALSO ON YOUTUBE AND TWITCH.
/EPICGAMINGPDX

ROCKBAND X GROUND KONTROL

Hosted by Scientists Say...

Portland Retro Gaming Expo
Oregon Convention Center
777 NE MLK Jr. BLVD
Scientists Room G131/G132
October 17 - 19, 2025
Fri: 4pm - 10pm, Sat: 9am - 4pm
Sun: 10am - 5pm

Songbook Link

* Details on Back

Visit Our Booth for Rules and Regulations

LISTEN TO WIN: $1000.00

ALT NW

THUNDER COUNTRY

La VIBE

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FROM 3 STREAMING STATIONS GENX MEDIA

SPECIAL THANKS TO:

GORILLA GRAPHIX

WRAPS. SIGNS. CUSTOM DESIGNS

SALEM: 503-383-9522
LEBANON: 541-791-7187

ERROR 47 PRESENTS

adventure game music LIVE

A GENRE CELEBRATION AND TRIBUTE TO ROBERTA VAUGHAN

FREE

ENTRY WITH PRGE PASS
LIMITED SEATING!
DOORS OPEN AT 6PM

THE GET DOWN

SUNDAY, OCTOBER 19TH
7PM @ THE GET DOWN
680 SE 6TH AVE PDX

APPEARANCES BY

GEORGE "THE FAT MAN" SANGER

MARK & DEBBIE SEIBERT

KEN ALLEN

FEATURING REIMAGINED SONGS FROM

the 7th Guest

SPACE QUEST

King's Quest

GABRIEL KNIGHT

AND MORE!

HOSTED BY SIERRA'S JOSH MANDEL

WELCOME!

Dear Friends and Fellow Gamers,

Welcome to the 2025 Portland Retro Gaming Expo! If this is your first time at the show, it's nice to meet you and we hope you will become one of the regulars! For our returning attendees, it's good to have you back! This year we're celebrating the 40th anniversary of the US release of the Nintendo Entertainment System (NES) with some amazing guests and multiple Nintendo-related events and exhibits. And as always, we expanded some areas based on your feedback.

2025 Preview:

Charles Martinet (voice talent for Mario, Luigi, and many more) leads our Super Mario line up. He's being joined by Samantha Kelly (Princess Peach, Toad), Laura Faye Smith (Princess Rosalina), Kenny James (Bowser), Mike Vaughn (the Koopas) and Grant Kirkhope (video game composer extraordinaire and the voice of Donkey Kong). To celebrate the recent release of Metal Gear Solid Delta: Snake Eater, we invited David Hayter (Solid Snake), Debi Mae West (Meryl Silverbergh) and Paul Eiding (Col. Campbell) for a Metal Gear Solid reunion. And speaking of reunions: more than a dozen folks from Sierra On-Line join for panels, discussions and fun - including the legendary Al Lowe (Leisure Suit Larry) and many more.

Other special guests include Michael Cranford (creator of The Bard's Tale franchise), Gail Tilden and fellow Nintendo alumni, Atari legends Joe Decuir and David Crane and the Kitchen brothers. Get your game on in our biggest ever free-play arcade with hundreds of favorites, including pinball! And check out our console area with thousands of games on consoles ranging from popular to obscure. Or nerd out in one of our two retro computing areas! Check out the Warp Zone Nintendo Lounge and the Neontendo, the museum with multiple exhibitions and a Silent Auction, the DeLorean Time Machine and the annual Kitten Snuggle. And Movie Madness returns to host their annual VHS Swap Meet on Saturday.

Tournaments are huge this year — with our friends from the Classic Tetris World Championship hosting the second "Jonas Neubauer Cup, a DAS tournament" - if you are into classic Tetris action, this is the one to join! Can't get enough Tetris? Join the Red Bull Tetris qualifiers and play for a shot at the National Finals!

We have a huge fighting games tournament with many of the most popular games to compete in for over $10,000 in cash prizes. Plus, our popular Cosplay Contest, an IFPA Pinball Tournament and more!

And finally: for the collectors, the expanded Exhibitor Hall is what you've been waiting for. Bigger than ever with over 300 vendors at over 1,000 tables, with everything from classic and modern games and collectibles to art and custom creations.There is so much more good stuff, so please check out our online schedule at retrogamingexpo.com (under Schedule).

Sincerely,

The Staff and Volunteers of Portland Retro Gaming Expo

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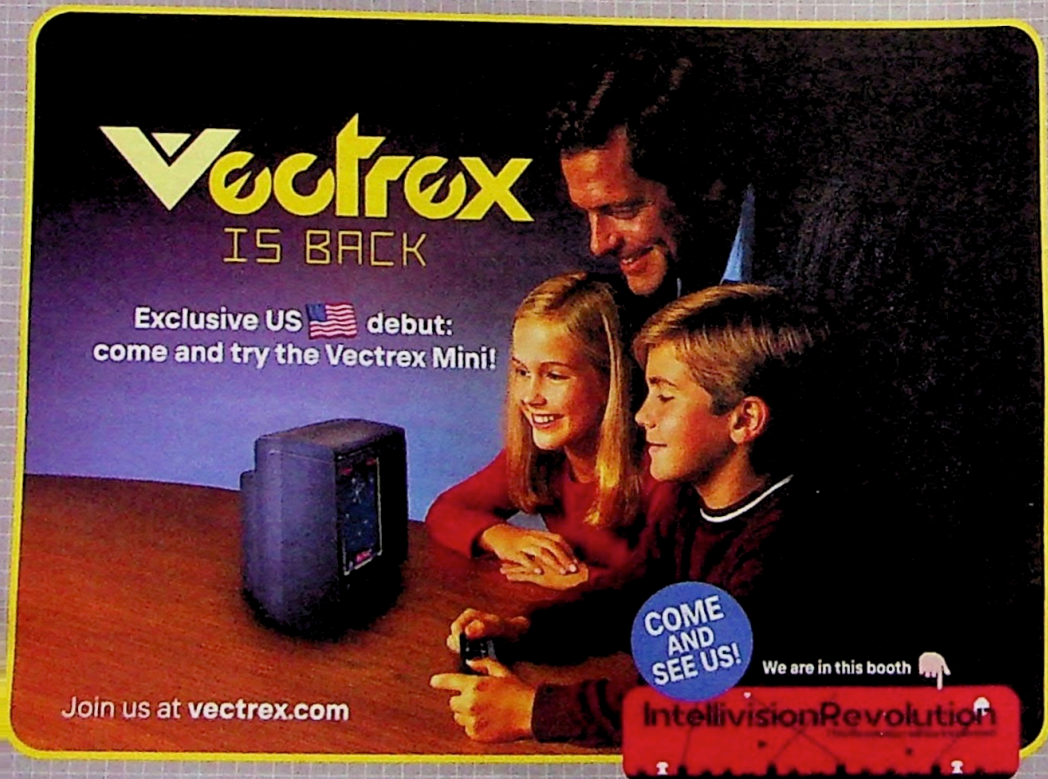


SHOW SCHEDULE

FRIDAY • October 17

The Freeplay Arcade, the Console Freeplay Area, and most of the PRGE Exhibitor hall will be open.

11:00 AM • Presale badges can be picked up or admission can be purchased at Will Call in Hall B

12:00 PM • Exhibitor Halls (most exhibitors), Retrocade, and Tournament Areas open

12:00 PM - 9:30 PM • Tournaments (See pages 19, 25-31 for details)

8:00 PM • Exhibitor Hall closes

10:00 PM • PRGE closes for the evening

SATURDAY • October 18

The PRGE Exhibitor Halls, Retrocade, and Auditoriums will all be open on Saturday.
Pro-tip: If you already have a badge you picked up on Friday, you can go directly to the line queue.

7:30 AM • Presale badges can be picked up or admission can be purchased at Registration (Hall B)

9:00 AM • Exhibitor Halls, Retrocade, Tournament Arena, and Autograph area open

10:00 AM - 8:30 PM • Tournaments (See pages 19, 25-31 for details)

10:00 AM - 9:00 PM • Panels and Presentations in Auditoriums

8:00 PM • Exhibitor Halls close for the day. Retrocade remains open.

10:00 PM • PRGE closes for the evening

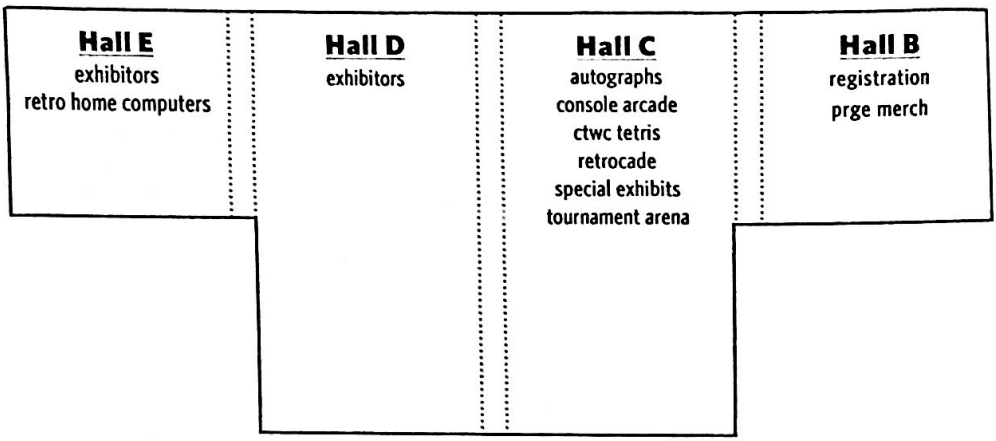
SUNDAY • October 19

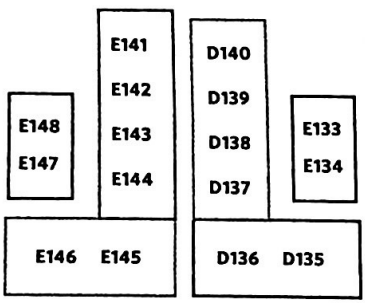
10:00 AM • Exhibitor Halls, Retrocade, Tournament Arena, and Autograph area open

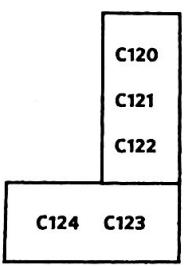
10:00 AM - 4:45 PM • Panels in auditoriums

10:00 AM - 3:45 PM • Tournaments (See pages 19, 25-31 for details)

5:00 PM • PRGE ends. GAME OVER







AUDITORIUMS
- RED • E141 - E144
- BLUE • E145 - E146
- YELLOW • D137 - D140

AUTOGRAPHS • HALL C

COSPLAY CONTEST
- PRE-MEET • G130
- EVENT • G131-132

Portland Animal Rescue Conecction
KITTEN SNUGGLE • E148

MUSEUM • D135 - D136

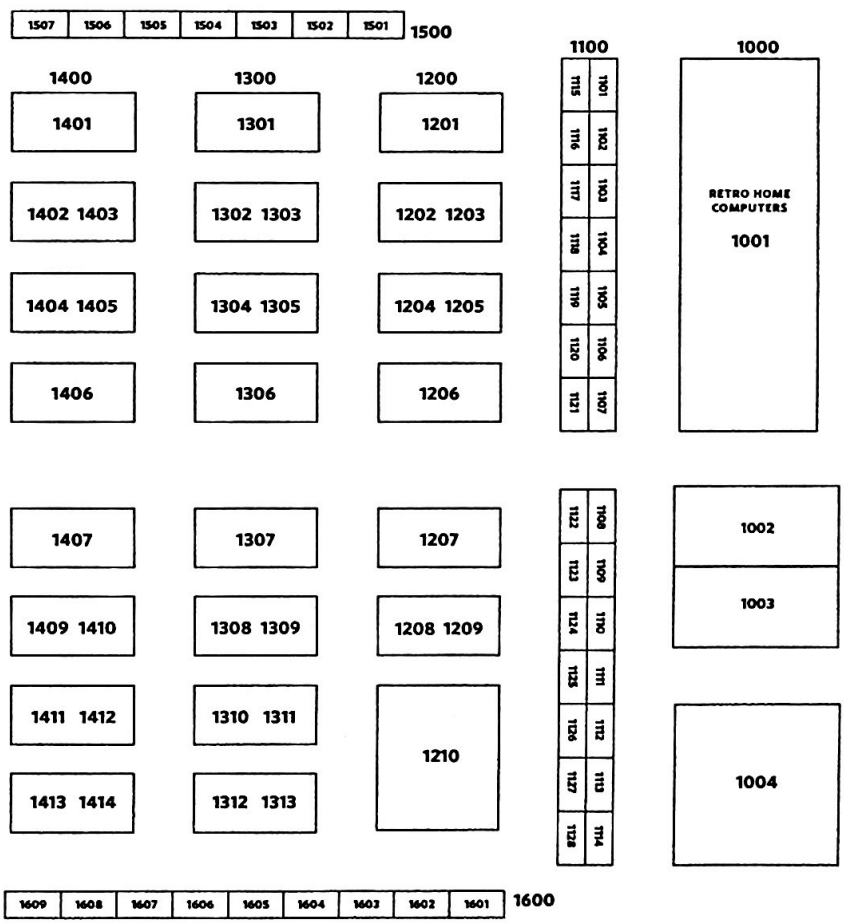
REGISTRATION • HALL B

RETRO COMPUTER LAB • D133-D134

ROCK BAND • G131-132

WARP ZONE • C120 - C122

VHS SWAP (SAT.) • C123 - C124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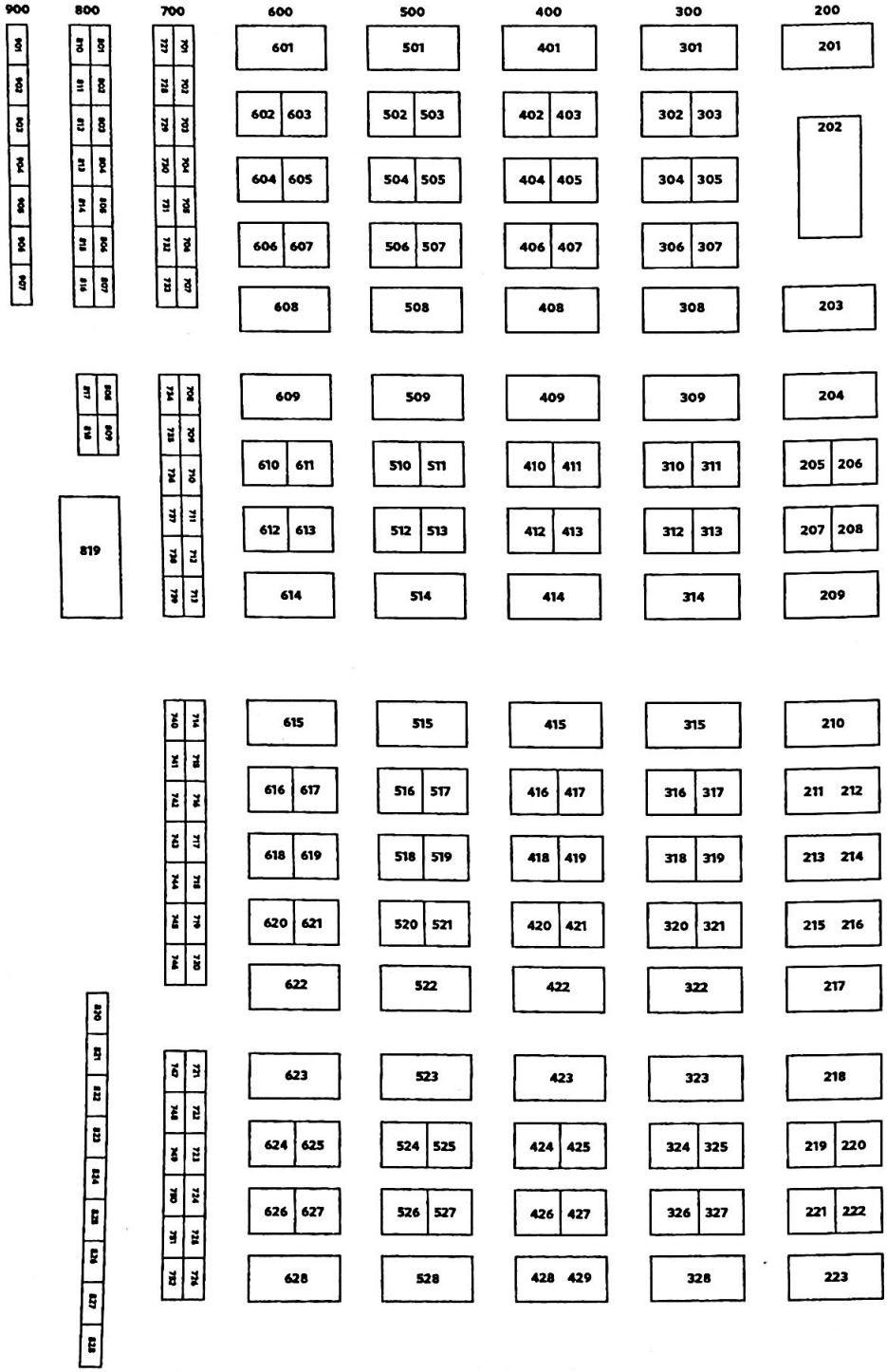
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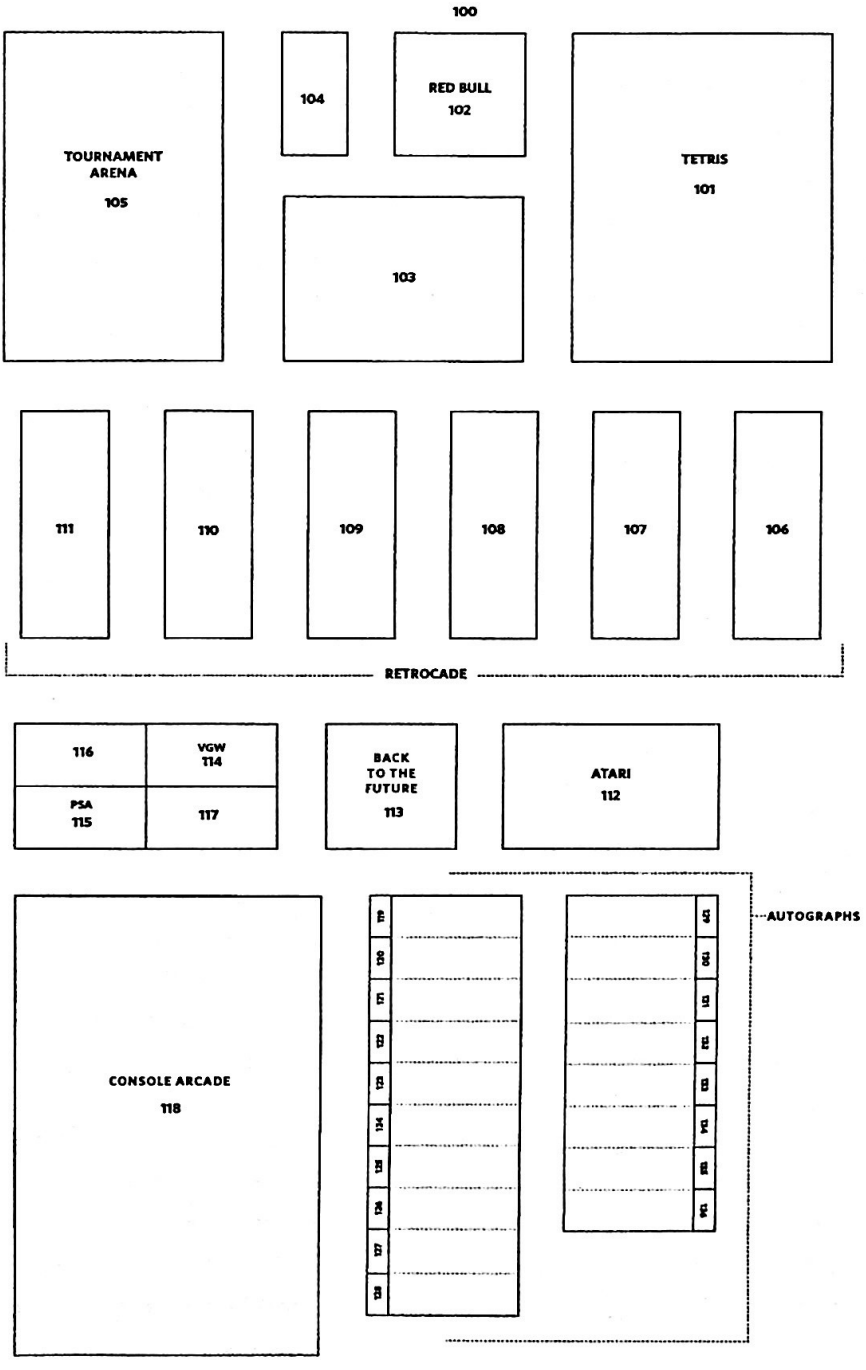
HALL C — AUTOGRAPHS/RETROCADE/TOURNAMENTS



EXHIBITOR HALLS 2025

Exhibitors in Hall C and Hall D (Sections 100 - 900) will be open Friday, Saturday, and Sunday.

Exhibitors in Hall E (Sections 1000 - 1600) will be open Saturday and Sunday.

@ItsHugosNook • 827
1000 Dead Draculas • 732
1UP Games • 1406
2 Guys Game Supplies • 729
2 Oldtakus • 1603
2.5d Dioramas & Displays • 714
The 405th Infantry - Pacific Regiment • 413
64 Bits or Less • 1304
763Industries • 816
3-Bit Rugs • 327
3 Bit Widgets • 1003
8Bit Plus Gaming • 204
A Link To Your Past! • 806
A Nova Print • 1202
Absolute Creature Vibes • 221
Adam's Game Room • 616
adidas • 1403
AedanDraws • 1114
Als Music and Games • 609
Anatomy Tattoo • 304
Anime World • 314
Arcade Shopper • 1001
Assembled Cosplayers • 1108
Atari AtariAge • 112
Atari Rescue Group • 1120
Audacity Games • 306
Basement Arcade • 615
Berry Can't Craft • 1106
BethiKat.Art • 803
Big Red's Retro Games • 426-428
Billy Galaxy vintage toys & collectibles • 423
Black Cat Jewelry & Gifts • 820-822
Blue Shell Gaming LLC • 325
Boss Fight LLC • 743
Brett Weiss • 1111
Bruce and Laura Gottlieb • 1113
Butter Face Creations • 1505
C_Hoffa_Gaming • 1501
Camo Games • 303-305
Canvas Quest • 209
Carlos & Drew • 508
Carlos Angeles • 906
CastleMania Games • 614
Cay Fletcher • 721
CertifiedLink Auctions • 406
CGC Video Games • 322
Champ Games • 1206
Chechiredon • 1414
Cheppoly • 809
Cherry Mochi Shop • 410
Chips Toys • 716
Christa D. Designs & Art • 807
Christian Santos • 725
Chronos games and gifts • 1307
CKUBD LLC • 320
Classic Game Fest • 203
Coastalvania • 701
Coin Corner • 521
ColdWar Industries • 309
Collectors Universe/PSA • 115
Corey Lewis • 701
Corey Strite • 1312

Corrie the Artful Mouse • 706
Courtney Hiersche Art • 310
Crafted from Scratch • 1405
CrimsonblitzArt • 733
Crowlines Art • 1606
Curaga Records • 1313
Daniel Cardona • 810
Dark Rune Studios • 726
Dead-rex • 745
Decorative By Design • 603
Diantimony Designs • 749
Die Hard Video Games • 1411
Discotek Media • 1308
Discount Laser Disc • 711
DK Wilds • 412
Double Jump Video Games • 819
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The Experience Share • 506
Faebelle Haven • 1124
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Finite Reflection • 811
Found Family Adventurecrafts • 221
Fox Fern Books • 721
Free Geek • 420
Fresh Brewed Games • 824
Fundamental Studios • 1118
GalacticKata.Com • 703
Gambit's Games & Anime • 315
Game Genie Retro • 408
Game Over Videogames • 203
Game Tower LLC • 409
GameBound Video Games • 311
GamerHavoc video games & collectibles • 510-512
The Gamers Closet • 403
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Insertbid.com • 518-520
INTEC-GAMING • 622
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Jacob Ashley - Illustration & Screen Printing • 1125
Jazzburn Games • 802
Jeff /Ben/ Zach • 116
eremy's One Stop Shop • 734
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John Riggs • 742
Josh Byerly • 501
Joy Sauce Games • 1119
Jurassic Games • 422
Justwharton • 735
Jwgamefinds • 607
Jyahm_ • 730
Kitten KaZoedle • 709
KKINGSDRAWINGS • 1102
Koman's Playground • 509
Kristopher Hipsher Tattoo • 213
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Layered Fabrics • 752
Lets Deal Retro • 1413
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Louies_Gameshack • 312
Lumis Games • 220-222
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mi mi records • 1607
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Nostalgia Corner • 702
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Official Vectrex • 1003
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Opcode Games • 1003
Optomon & Toggle Switch • 1204
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Paizo Inc. • 610
The Party Pond • 717-718
Pat Contri • 612
Pawp Culture Prints • 1502
PeachyBoiDraws • 739
PHYSICAL MEDIA MELTDOWN • 1605
Pigsquad • 1004
Pin Plugged • 828
Pink Gorilla Games • 1207
Pixel Empire • 301
Pixel Life • 1104
Pixel placebo studio • 748
Pixel Pond Productions • 1203
Pixels and Polygons • 813
Play it retro • 623
Playdate/Panic Games • 1311
Pluvial Art • 1125
The Pocket Fix Advance • 214-216
Portland Coffee Box • 429
Preston Eng • 1302
Rage Gauge Games • 515
Read/Write Memory? • 324
Red Bull • 102
Reliks from David Drewery • 815
ReLoved Gaming • 302
Retro Gaming PDX • 624
Retro Nerd Studio • 1127
Retro Quick Stop • 505
Retro Recology • 1506
Retro Respawn Games LLC • 218
RetroMart • 319
Retrotainment Games • 415
Reyes Bros Games Works • 503
rhoda_pomelo • 736
Ria Art • 826
Robin Kaplan/The Gorgonist • 1128
Rose City Retro • 210
Roxbox Studio • 902
Ruiner Game Studio • 726
Rylla Handmade • 219
Sammy Tighe • 825
Saving Throw Ceramics • 818
SciCrafter • 1110
ScottSellzStuff • 523
Seattle Indies • 1002
Seattlesgames/Canal 3 • 626
Sector Effector Games • 903
SegaSteve • 317
Shadow Crafted • 1103
Shialatier Art • 729
Shin Star Inc. • 1107
Shiny Games • 1402
Shirt Nerdery • 425
Shrug Club • 801
Sloppy Doll Press • 1503
Smoorsch • 746
SoCal Gameboy • 616
Soda Comics • 1126
Songbird Productions • 1412
Sonky's Loot • 904
Spare Room Interactive • 750
Spooky Swirls Arts • 321
Spraytransformation • 528
Squara's Homemade Crafts • 1504
Stars and Heroes • 416
Step Your Games Up • 208
StevoSupremo Games • 1115

Storm City Retro and Game Gurus • 323
Stupid Geeks Inc • 307
Summoners' Society Video Games • 1105
Super Smash Video Games • 1210
Swans Emporium • 326
Tabletop Loot • 402
tacoroach • 808
TakeMyMora • 1109
TandT Creations • 411
Tapper's Retro Games & Toys • 217
teal cicada Illustration • 1604
Terry Hunt • 602
Thistle Bag Studio • 1101
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rift2TableGoods. • 424
meless Anime • 526
Top of the Line Games LLC • 414
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X OVER collectibles • 618-620
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YeldStuff • 708
Yuri Uehara • 1116
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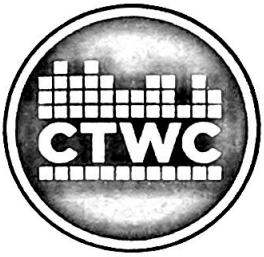
Zone B Korosu • 710



TETRIS TOURNAMENT:
CTWC JONAS NEUBAUER CUP
A DAS CHAMPIONSHIP

FRIDAY OCTOBER 17 - SUNDAY OCTOBER 19

LOCATION: TETRIS ARENA • RETROCADE • HALL C

FRIDAY OCTOBER 17 • Qualifying & Side Events
Tetris Relay Tournament • 12:00 PM - 12:30 PM
Qualifying Session 1 • 3:00 PM - 4:30 PM
Qualifying Session 2 • 5:00 PM - 6:30 PM
MindMeld will run from 7:00 PM - 9:30 PM •

SATURDAY OCTOBER 18 • Qualifying & Tournament
Qualifing Session 3 • 10:00 AM - 11:30AM
Round 0 • 12:30 PM - 4:30 PM
Silver Tournament • 12:30 PM - 8:30 PM
Round 1 • 4:45 PM - 8:30 PM

SUNDAY OCTOBER 19 • Brackets
Gold Top 16 • 10:30 AM - 12:00PM
Gold Top 8 • 12:30 PM - 2:00 PM
Gold Top 4 •
Semifinal 1 • 2:00 PM - 2:45 PM
Semifnial 2 • 3:00 PM - 3:45 PM
Jonas Cup Final • 4:00 PM - 5:00 PM

Scan for registration, rules, and more information →

PRGE ANNUAL COSPLAY CONTEST

Saturday • 5:00 PM – 7:00 PM • G131
Pre-Meet • Saturday • 1:00 PM • G130

All attendees are invited to attend PRGE in costume and compete in the Cosplay Contest. Enter for your chance to win awesome prizes!

To participate, please sign up online using the QR code on the opposite page. If you cannot sign up online, you may do so at the Cosplay Pre-Meet in Room G-131 at 1PM. Make sure you are present, in costume and prepared to explain your costume at the Pre-Meet. If you miss the Pre-Meet your costume will not be judged, and you will not be able to participate in the contest.

Categories

Best in Show (First, Second, and Third place) • Best Kid • Judge's Choice • Honorable Mention

Cosplay Contest Rules:

- PRGE's cosplay event is a walk-on costume contest.
  Feel free to be "in character" on stage, but keep in mind that no nudity, profanity, hate-speech, or otherwise offensive language or costumes will be allowed on the stage. This is up to the discretion of the judges.
- Store-bought costumes are not eligible for prizes, but you are welcome and invited to come on stage and have your moment in the spotlight! Some portion of your costume must be hand-made either by yourself or with assistance from family and friends.
- Costumes related to Video Games are preferred, but not required.
  We are a gaming convention, but we gladly welcome cosplayers of all fandoms.
- Costumes will be judged according to your level of expertise.
  This is to keep things as fair as possible for everyone. Don't worry if this is your first time making a costume, our judges will keep that in mind. Bring a reference image for your costume so our judges can be as fair as possible. This is especially important if your costume is an original concept or character.
- If you're 13 or younger, you will be judged in the Kids' category. Your parent or guardian must be with you at the contest. No, they don't have to come on stage with you.
- You may enter as an individual, a family, or a group.
  Keep in mind that if you choose to do this, there is only one prize pack per judging category, and you will need to split the prize with your group.
- Your costume must be self-contained.
  No projectiles flying out of props, keep your finger off the trigger, no rocket fists flying out into the audience, no live steel or sharpened edges. If your costume is elaborate or has limited mobility or vision, please have a handler with you to help you on and off the stage. There will be steps. Please inform us in advance if you need accommodation.
- You must have a PRGE admission badge.

Cosplay Contest

Saturday, October 18th

Rock Band Arena Room G131- 5pm

Over $1500 in Prizes

Want to compete?
Scan the QR Code to sign up!

Costume judging will take place in Room G130 at 1 pm, Saturday October 18th.

CELEBRITY GUESTS

We are proud to welcome voice actors and performers from some of the most iconic games ever made! Visit the ***Autograph Section in Hall C*** Friday, Saturday and Sunday for your chance to meet these incredible people. Check the autograph area or individual tables for schedules and details.

Charles Martinet
Super Mario Bros.
Mario, Luigi, Wario, Waluigi, and more!
Panel: Sun • 2:15 - 3:00 PM • E145-E146

Samantha Kelly
Super Mario Bros.
Princess Peach, Toad
Panel: Sat • 11:00 - 11:45 AM • E141-E144
Panel: Sun • 1:15AM - 12:00 PM • E145-E146

Debi Mae Westi
Metal Gear Solid | Meryl Silverburgh
World of Warcraft | Maiev Shadowsong
Tekken 5 | Christie Monteiro
Panel: Sat • 12:15 - 1:00 PM • E145-E146

David Hayter
Metal Gear Solid
Solid Snake, Naked Snake
Panel: Sat • 12:15 - 1:00 PM • E145-E146
Panel: Sun • 12:00 - 12:45 PM • D137-D140

Paul Eiding
Metal Gear Solid
Col. Roy Campbell
Panel: Sat • 12:15 - 1:00 PM • E145-E146

Donald Fullilove
Back to the Future
Mayor Goldie Wilson
Back to the Future Booth 113 in Hall C

Laura Faye Smith
Super Mario Bros.
Princess Rosalina
Panel: Sat • 11:00 - 11:45 AM • E141-E144
Panel: Sun • 1:15AM - 12:00 PM • E145-E146

Kenny James
Super Mario Bros.
Bowser
Panel: Sat • 11:00 - 11:45 AM • E141-E144
Panel: Sun • 1:15 - 2:00 PM • E145-E146

Mike Vaughn
Super Mario Bros.
Ludwig von Koopa, Iggy Koopa
Panel: Sat • 11:00 - 11:45 AM • E141-E144
Panel: Sun • 1:15 - 2:00 PM • E145-E146

Grant Kirkhope
Super Mario Bros.
Donkey Kong
Panel: Sat • 11:00 - 11:45 AM • E141-E144
Panel: Sun • 1:15 - 2:00 PM • E145-E146

Richad Epcar
Mortal Kombat | Raiden
Justice League | The Joker
Panel: Sun • 1:00 PM - 1:45 PM • E141-E144

Liz Mamorsky
Silent Hill
Dahlia Gillespie
Panel: Sat • 4:00 PM - 4:45 PM • E141-E144

Jessica Straus
Street Fighter | Juri
Dishonored 2 | Dr. Alexandria Hypatia
Persona | Hanako Ohtani & Saki Konishi
Panel: Sat • 4:00 PM - 4:45 PM • E141-E144

Katy Townsend
Arcane: League of Legends | Maddie
Fallout 4 | Cait
Mass Effect | Dr. Suvi Anwar
Panel: SAT • 11:15 AM - 12:00PM • E145-146
Panel: SAT • 4:00 PM - 4:45 PM • E141-144

Will Stephens
Mortal Kombat | Jax
Exoprimal | Lorenzo
Panel: Sun • 1:00 PM - 1:45 PM • E141-E144

Peter Jessop
Resident Evil | Albert Wesker
Fallout4 | Paladin Danse
Panel: Sat 11:15 • AM - 12:00PM • E145-E146

David Eddings
Borderlands | Claptrap
Bendy and the Ink Machine | Joey Drew

Portland Retro Gaming Expo Tournament Series 2025

All events in this series are FREE to enter with a valid PRGE 2024 Badge

ALL PRGE TOURNAMENT SERIES EVENTS TAKE PLACE IN:

HALL C, RETROCADE, in the PRGE Tournament Stage Area

Scan code for rules and registration.

Super Smash Bros. Melee

Super Smash Bros. Melee, released in 2001 for the Nintendo GameCube, is a highly acclaimed platform fighting game. Unlike traditional fighters, the game focuses on knocking opponents off the stage rather than depleting health bars, with fast-paced, dynamic gameplay that emphasizes timing, strategy, and skillful edge-guarding. Its tight controls, complex combo system, and vibrant stages contribute to a deeply strategic yet accessible experience. **PRIZE POOL: $2500**

FRIDAY OCTOBER 17
Qualifying Pools A • 12:00 PM
Qualifying Pools B • 2:00 PM
Qualifying Pools C • 4:00 PM
Qualifying Pools D • 6:00 PM

SATURDAY OCTOBER 18
Qualifying Pools E • 10:00 AM
Qualifying Pools F • 12:00 PM
Qualifying Pools G • 2:00 PM
Qualifying Pools H • 4:00 PM
Top 32 • 6:00 PM

SUNDAY OCTOBER 19
Top 8 • 10:00 AM

Super Smash Bros. Ultimate

Super Smash Bros. Ultimate, released in 2018 for the Nintendo Switch, is platform fighting game that brings together over 80 characters from various Nintendo franchises and third-party titles. The game emphasizes fast-paced, chaotic multiplayer battles where players try to knock each other off a stage using unique moves, with new mechanics like the Final Smash attacks and the Spirit system adding strategic depth. Its polished gameplay, excellent stage design, and balanced gameplay mechanics make it accessible for newcomers while maintaining a high skill ceiling for competitive players. **PRIZE POOL: $2000**

SATURDAY OCTOBER 18
Qualifying Pools A • 10:00 AM
Qualifying Pools B • 11:00 PM
Qualifying Pools C • 12:00 PM
Qualifying Pools D • 1:00 PM
Top 16 • 2:00 PM

Rivals of Aether II

Rivals of Aether II is the highly anticipated sequel to the indie platform fighter *Rivals of Aether*, building on its predecessor's foundation with enhanced graphics, refined mechanics, and new features. It introduces fresh characters, each wielding unique elemental powers, and offers an enriched combat system designed for both casual and competitive play. *Rivals of Aether II* promises a visually stunning experience with updated animations and art. With its commitment to deep gameplay and vibrant community engagement, *Rivals of Aether II* aims to elevate the series to new heights, appealing to both long-time fans and newcomers alike. **PRIZE POOL: $2000**

SATURDAY OCTOBER 18:

Rivals 2 Singles Qualifying Pools • 11:00 AM
Rivals 2 Singles Top 16 • 3:00 PM

COMMUNITY TOURNAMENT HOST:

PDX Rivals of Aether Community (PDXRivals)
PDXRivals has been running Rivals events like *CREST, Major Upset, Back In Blood,* and *Ghost Town* since *Rivals Of Aether* launched in 2015. They have the experience to welcome *Rivals of Aether II* in with open arms! Be sure to follow their twitter for updates on new PDXRivals events! Twitter: https://x.com/pdxrivals

Super Street Fighter II: Turbo

Super Street Fighter II: Turbo, released in 1994, is a classic and highly influential fighting game developed by *Capcom*. It is an updated version of *Street Fighter II*, featuring faster gameplay, new turbo modes, and the addition of new moves for existing characters. Its refined gameplay mechanics, precise controls, and competitive depth cemented its status as a cornerstone of the fighting game genre and a staple in arcades worldwide. **PRIZE POOL: $100** (1st Place: $60, 2nd Place: $30, 3rd Place: $10)

FRIDAY OCTOBER 17

Qualifying Pools • 4:00 PM
Top 8 • 5:00 PM

Guilty Gear Strive

Guilty Gear Strive hails as the newest release in the *Guilty Gear* fighting game series, renowned for its high-octane action, intricate mechanics, and a refresh of its anime inspired visuals. Developed by *Arc System Works*, the game features a refined combat system that balances accessibility for newcomers with the depth and complexity beloved by series veterans. With its distinctive "Roman Cancel" system and diverse characters, each with unique abilities and playstyles, *Guilty Gear Strive* offers a dynamic and engaging fighting experience. This game boasts an impressive, unique soundtrack, composed by series mainstay, Daisuke Ishiwatari. It merges artistic excellence with exhilarating gameplay. **PRIZE POOL: $300** (1st Place: $200, 2nd Place: $100, 3rd Place: $50)

FRIDAY OCTOBER 17

Qualifying Pools • 6:00PM
Top 8 • 8:00 PM

Virtua Fighter 5

Virtua Fighter 5 is a landmark entry in *Sega's* pioneering 3D fighting game series, known for its deep and technical combat system. The game features a roster of diverse characters, allowing for varied and strategic gameplay. Its realistic graphics and fluid animations set a high standard for visual fidelity in fighting games. Renowned for its precise controls and balanced mechanics, *Virtua Fighter 5* remains a favorite among fighting game enthusiasts, continuing to influence the genre with its emphasis on skill and technique despite its first iteration being released nearly twenty years ago. **PRIZE POOL: $300** (1st Place: $150, 2nd Place: $100, 3rd Place: $50)

FRIDAY OCTOBER 17
Qualifying Pools • 4:00 PM
Top 8: • 5:00 PM

Teenage Mutant Ninja Turtles: Tournament Fighters

Teenage Mutant Ninja Turtles: Tournament Fighters was released in 1993 and is a fighting game featuring the beloved characters from the *Teenage Mutant Ninja Turtles* franchise. Developed by *Konami* and *Rare*, it stands out as a crossover title that combines classic side-scrolling beat 'em up elements with competitive fighting game mechanics. The game features Leonardo, Raphael, Donatello, and Michelangelo, along with various villains, each with unique moves and special attacks. Its gameplay highlights include fast-paced combat, strategic use of special moves, and multiple gameplay modes, including single-player and multiplayer battles. Although not as mainstream as other fighting games, it remains a nostalgic favorite for *TMNT* fans and fans of the fighting genre alike. **PRIZE POOL: $100** (1st Place: $60, 2nd Place: $30, 3rd Place: $10)

FRIDAY OCTOBER 17
Qualifying Pools • 6:00 PM
Top 8 • 7:00 PM

Street Fighter III: 3rd Strike

Street Fighter III: 3rd Strike is a celebrated pillar in *Capcom's Street Fighter* series, renowned for its intricate parry system, and distinctive art style. This entry features returning favorites alongside several new additions. The game's refined combat mechanics and high skill ceiling have made it a favorite among competitive players while its vibrant sprite-based graphics and memorable soundtrack contribute to its enduring appeal. *Street Fighter III: 3rd Strike* remains a benchmark for 2D fighting games. Cherished for its balance, complexity, and the intense strategic depth it offers that has stood the test of time for a quarter century. **PRIZE POOL: $300** (1st Place: $150, 2nd Place: $100, 3rd Place: $50)

SATURDAY OCTOBER 18:
Qualifying Pools • 11:00AM
Top 8: Saturday • 1:00PM

Guilty Gear Xrd REV 2

Guilty Gear Xrd REV 2, released in 2017, is a highly acclaimed fighting game developed by *Arc System Works* and part of the renowned *Guilty Gear series*. Known for its stunning 3D anime-inspired visuals that emulate traditional 2D sprites, the game offers fast-paced, highly technical gameplay with a focus on precise timing, complex combos, and a variety of move options. It features a diverse roster of unique characters, each with distinctive fighting styles and powerful super moves, providing deep strategic gameplay. *Guilty Gear Xrd REV 2* is praised for its tight controls, impressive graphical presentation, and a robust online multiplayer system, making it a favorite among both competitive players and fans of stylish, high-energy fighting games. **PRIZE POOL: $300** (1st Place: $200, 2nd Place: $100, 3rd Place: $50)

SATURDAY OCTOBER 18:
Qualifying Pools • 11:00 AM
Top 8 • 8:00 PM

UNDER NIGHT IN-BIRTH Exe:Late[cl-r]

UNDER NIGHT IN-BIRTH Exe:Late[cl-r] is a fighting game released in 2023, and it is part of the *UNDER NIGHT IN-BIRTH* series developed by *French-Bread*. The game is known for its fast-paced, anime-inspired visuals, and its unique "Purgatory" system, which allows players to switch between three different fighting styles during combat. Each character has distinct fighting mechanics, and the game boasts a highly accessible gameplay system that balances complexity with approachability. The game also offers deep combo routes, a variety of unique special moves, and robust online play, making it a popular choice among both casual and competitive fighting game enthusiasts. **PRIZE POOL: $300** (1st Place: $150, 2nd Place: $100, 3rd Place: $50)

SATURDAY OCTOBER 18:
Qualifying Pools • 3:00 PM
Top 4 • 5:00 PM

Street Fighter 6

Street Fighter 6 serves as the current flagship in *Capcom's* legendary fighting game franchise, offering a fresh take on the series with innovative gameplay mechanics, stunning visuals, and an expansive character roster. Powered by the *RE Engine*, the game features highly detailed character models and dynamic stages, enhancing the overall aesthetic appeal. *Street Fighter 6* introduces the *Drive System*, adding new layers of strategy and depth to combat. With its blend of classic elements and modern innovations, *Street Fighter 6* aims to captivate both veterans and new players alike, reaffirming its status as a cornerstone of the fighting game community.
PRIZE POOL: $600 (1st Place: $300, 2nd Place: $150, 3rd Place: $100, 4th Place: $50)

SATURDAY OCTOBER 18:
Qualifying Pools • 6:00 PM
Top 8 • 8:00 PM

Granblue Fantasy Versus: Rising

Granblue Fantasy Versus: Rising released in 2024 based on the popular *Granblue Fantasy* universe. It continues the series' emphasis on fast, strategic 2D combat with a focus on accessible gameplay for newcomers and deep mechanics for seasoned players. Highlights include its impressive anime-inspired art style, dynamic special moves, and diverse characters drawn from the *Granblue Fantasy* franchise. The game features a robust single-player mode, online multiplayer options, and a blend of traditional fighting game elements with new innovations to enhance tactical depth and player engagement. **PRIZE POOL: $300** (1st Place: $150, 2nd Place: $100, 3rd Place: $50)

SATURDAY OCTOBER 18:
Qualifying Pools • 10:00 AM
Top 4 • 12:00 PM

Vampire Savior

Vampire Savior, also known as *Darkstalkers 3* in North America, is a fighting game developed by *Capcom*, released in 1997. It is the third installment in the *Darkstalkers* series and is renowned for its fast-paced gameplay, vibrant 2D sprite animation, and diverse cast of supernatural characters inspired by myth, folklore, and horror cinema. The game features unique characters such as Morrigan, Demitri, and Felicia, each with their own special moves and fighting styles. *Vampire Savior* is celebrated for its combo-rich combat system, intricate gameplay mechanics, and distinctive gothic aesthetic, making it a beloved title among fighting game enthusiasts. **PRIZE POOL: $100** (1st Place: $60, 2nd Place: $30, 3rd Place: $10)

SUNDAY OCTOBER 18:
Qualifying Pools • 11:00 AM
Top 4 • 1:00 PM

Tekken 8

Tekken 8 is the latest installment in the iconic *Tekken* fighting game series, bringing cutting-edge graphics, fluid animations, and an expanded roster of characters to the forefront. Powered by *Unreal Engine 5*, *Tekken 8* showcases highly detailed environments and lifelike characters, elevating the visual and gameplay experience. It introduces new mechanics and features that enhance the strategic depth and accessibility of the series, appealing to both long-time fans and newcomers. With a compelling storyline that continues the saga of the Mishima family feud, *Tekken 8* aims to set a new standard for fighting games and solidify its place as a premier title in the genre. **PRIZE POOL: $600** (1st Place: $300, 2nd Place: $150, 3rd Place: $100, 4th Place: $50)

SUNDAY OCTOBER 18:
Qualifying Pools • 1:00 PM
Top 8 • 3:00 PM

Guilty Gear XX Accent Core +R

Guilty Gear XX Accent Core +R is a highly regarded installment in *Arc System Works' Guilty Gear* series, known for its fast-paced gameplay, intricate mechanics, and striking anime-inspired style. Released in 2012, it features a wide array of unique and complex movesets, allowing for equally diverse playstyles and strategies. The game endures in the tournament scene due to its deep combo system, advanced techniques including FRC's and *Faultless Defense*, and the exceptionally refined character balance in this final refresh. *Guilty Gear XX Accent Core Plus R* stands out as a pinnacle of 2D fighting games, offering a challenging yet rewarding experience that continues to captivate players, especially in the "anime fighter" wing of the community.

PRIZE POOL: $300 (1st Place: $150, 2nd Place: $100, 3rd Place: $50)

SUNDAY OCTOBER 18:

Qualifying Pools • 1:00 PM

Top 8: Sunday • 2:00 PM

COMMUNITY TOURNAMENT HOST:

PDX Fighting Game Community

The Portland Fighting Game Community is the local source to stay on top of competitive fighting game events in Portland and the greater PNW since 2015. Representing a coalition of gaming veterans and newcomers alike; we strive to build a safe, grassroots community dedicated to the love of the genre. If you are interested in learning more, seeing what upcoming events are in your area be sure to check us out on Discord, Twitter and Facebook.

Discord: https://discord.gg/eSVUEN8rC7

Twitter: https://x.com/PDX_FGC

Facebook: https://www.facebook.com/groups/271554823019958

Super Smash Bros.

Super Smash Bros. for *Nintendo 64*, released in 1999, is a pioneering platform fighting game that brought together characters from various *Nintendo* franchises into chaotic, multiplayer battles. The game centers on knocking opponents off the stage rather than health bars, emphasizing strategic positioning, timing, and unique character abilities. It features a diverse roster of iconic characters such as Mario, Link, Donkey Kong, and Pikachu, each with their own special moves and playstyles. The game's fast-paced, party-style gameplay supports up to four players simultaneously, fostering competitive and fun multiplayer matches. Its innovative mechanics and accessible yet deep gameplay have made it a beloved classic that laid the foundation for the expansive Super Smash Bros. series. **PRIZE POOL: BRAGGING RIGHTS ONLY**

FRIDAY OCTOBER 17 • 2:00PM

NBA Jam

NBA Jam, released in 1993, is a highly popular arcade-style basketball game known for its energetic and exaggerated gameplay. It features fast-paced, over-the-top action with players performing high-flying dunks, flaming balls, and humorous, arcade-style animations. The game emphasizes fun and accessibility, allowing players to easily pick up the controls and enjoy multiplayer matches with up to four players. Its signature "He's on fire!" mechanic,

where players can temporarily perform unstoppable shots after making multiple baskets, adds excitement and strategic depth. *NBA Jam's* vibrant graphics, memorable commentary, and fast-paced gameplay made it a staple in arcades and home consoles, leaving a lasting impact on sports and casual gaming. **PRIZE POOL: BRAGGING RIGHTS ONLY**

SATURDAY OCTOBER 18:
Rivals 2 Singles Qualifying Pools • 4:00 PM
Rivals 2 Singles Top 8 • 6:00PM

EG EPIC GAMING

PDX RIVALS

PDX FGC

PINBALL TOURNAMENT

SATURDAY OCTOBER 18
Registration: opens • 12:30 PM
Tournament stars • 1:00 PM

Registration fee: $5

Location: Booth #104 in Hall C

Duration: Depends on the number of participants. 6 rounds of group matchplay with top 8 playing group elimination bracket on banks of three games.

Prizes: The match prize box and prize trunk will be there. For every 10 players that sign up, I will randomly draw two players to pick prizes from the trunk. The top finishing 2 female players will also get to pick a prize from the trunk. If you get a match during a tournament game, you get to pick a prize from the match prize box.

GROUND KONTROL CLASSIC ARCADE

SATURDAY

40 Years of NES with Pat Contri

Featuring: **Pat "The NES Punk" Contri** • 10:00 - 10:45 AM • **Red Auditorium** (E141-E144)

Celebrate 40 years of the *NES!* Join Pat Contri (Pat the NES Punk) as he discusses what made the *Nintendo Entertainment System* great and why we still love the console and its games today. This will include some *NES* trivia, *NES* game challenges, and Pat will discuss the upcoming new edition of the *NES* guidebook!

Digging Deep: Porting Lode Runner to the Atari 2600

Featuring: **Dion Olsthoorn** • 10:00 - 10:45 AM • **Yellow Auditorium** (D137-D140)

Step back into gaming history as we explore *Lode Runner* - the groundbreaking classic known for its innovative guard AI and addictive puzzle-platforming gameplay. Dion will share insights into the original game's development, its lasting cultural impact, and the unique challenges of bringing this iconic title to the *Atari 2600*. Whether you're a retro gaming enthusiast or curious about classic AI design, this talk will unearth the genius of *Lode Runner* and the process of adapting it to one of gaming's most beloved consoles.

Not The NES: 40 Years of Also-Rans

Featuring: **Jeremy Parish** • 10:15 - 11:00 AM • **Blue Auditorium** (E145-E146)

The *Nintendo Entertainment System* debuted in America 40 years ago this fall! This panel is not about that. No, it's about the OTHER consoles that existed alongside the *NES* in its early days - the systems that get overlooked while everyone talks breathlessly about how *Nintendo* single-handedly saved video games. From *Atari* to *Sega* to *INTV* to *Atari* again, the machines competing with the *NES* prove that video games would have been a big deal even without *Nintendo*, and this panel celebrates their circumstances and highlights.

Sounds of Nintendo!

Featuring: **Samantha Kelly, Laura Faye Smith, Kenny James, Mike Vaughn, Grant Kirkhope**

Moderated by: **Kelsey Lewin** • 11:00 - 11:45 AM • **Red Auditorium** (E141-E144)

Learn about the world of *Nintendo* with the talented noise-makers that bring its games to life. Join voices of the mushroom kingdom Samantha Kelly (Princess Peach, Toad), Laura Faye Smith (Princess Rosalina), Kenny James (Bowser), and Mike Vaughn (Iggy Koopa, Ludwig von Koopa), as well as legendary composer Grant Kirkhope for a round table discussion moderated by Kelsey Lewin. Join them as they share their experiences in the recording studio and what it's like to work with *Nintendo*, followed by an audience Q&A session!

Atari, Activision And Beyond

Featuring: David Crane, Dan and Gary Kitchen • 11:00 - 11:45 AM • **Yellow Auditorium** (D137-D140)

Come and meet the legends that established the concept of third-party console game developers! After their start on the Atari *2600*, David, Dan and Garry moved on to the *NES, Super NES* and many other consoles and home computers and still make video games today.

Bioware vs Bethesda

Featuring: Peter Jessop, Katy Townshend • 11:15 AM - 12:00PM • **Blue Auditorium** (E145-E146)

Join acclaimed voice actors Peter Jessop (Sovereign in *Mass Effect*, Paladin Danse in *Fallout 4*) and Katy Townsend (Suvi in *Mass Effect: Andromeda*, Cait in *Fallout 4*) for an inside look at what it's like to bring to life characters in two of the most iconic franchises in gaming. Together, they'll share behind-the-scenes stories from their work with industry giants *BioWare* and *Bethesda*, exploring challenges and rewards of acting in beloved IPs. Whether you're a longtime fan of these series or curious about the art of game performance, this conversation pulls back the curtain on what it means to help shape gaming history from the inside.

The Legends of Sierra Panel

Featuring: Al Lowe, Lori Cole, Corey Cole, Josh Mandel • Moderated by: **Metal Jesus (Jason Lindsey)**
12:00 - 12:45 PM • **Red Auditorium** (E141-E144)

Step back into the golden era of PC gaming with the creators who defined an entire genre. From the (ahem) whimsical adventures of Leisure Suit Larry to arguably the best RPG-adventure ever published— *Quest for Glory, Sierra On-Line* was a pioneer in storytelling, artistry, and technical innovation. This rare reunion of Sierra alumni brings together developers, designers, and storytellers to share behind-the-scenes tales of triumphs, late-night breakthroughs, and the legacy of games that continue to inspire generations. A must-see for fans who want to meet the legends behind the magic.

How To Write Retro Games On The Atari 8-Bit Machines

Featuring: Joe Decuir • 12:00 - 12:45 PM • **Yellow Auditorium** (D137-D140)

Ever wondered what it takes to write your own retro games on *Atari* 8-bit machines from the late 70ies and early 80ies? Who better to talk about this than Joe Decuir - *Atari* hard and software engineer who worked on the *Atari 2600, Atari* 8-bit computers and the *Commodore Amiga* computers? Join this legend and learn from the master!

Playing Secret Agent: The Voices Behind Metal Gear Solid

Featuring: David Hayter, Debi Mae West, Paul Eiding • Moderated by: Metal Gear Mondays
12:15 - 1:00 PM • Blue Auditorium (E145-E146)

1998's *Metal Gear Solid* for the Sony PlayStation was a watershed moment in video game voice acting history. More than 25 years ago, out of a makeshift studio in the rented home of a 1920s silent film star, magic was made by a cast who had largely never recorded for games.

Join the voices of Solid Snake, Meryl Silverburgh, and Colonel Campbell, as well as the hosts of the *Metal Gear Mondays* podcast, as they discuss *Metal Gear Solid's* lasting legacy, the cast's career trajectories, and what exactly happened in that home in Hollywood a quarter century ago.

Panther to Predator

Featuring: Faran Thomason, James "Purple" Hampton, Ted Tahquechi, (and Steve Mitchell remotely) • 1:00 PM - 1:45 PM • Red Auditorium (E141-E144)

Born in the aftermath of the 16-bit console wars, the *Atari Jaguar* was *Atari's* bold attempt to leapfrog the competition - vaulting from 16-bit systems past the emerging 32-bit era straight into a new 64-bit frontier. But behind that ambitious promise was a whirlwind of uncertain hardware, wild experimentation, and a development environment like no other. We'll recount our first encounters with the *Jaguar's* prototype hardware, the mesmerizing spinning cube startup sequence, the infamous "telephone keypad" controller, and even its predecessor—the ill-fated *Panther*. This panel dives deep into the chaos and creativity that shaped the *Jaguar's* title launch lineup, as we reflect on the tough calls, strange tools, and scrappy ingenuity that defined that era.

The SiNESter side of NES

Featuring: Andrea Subissati • 1:00 PM - 1:45 PM • Yellow Auditorium (D137-D140)

Let Rue Morgue executive editor Andrea Subissati take you back in time to the world of 8-bit horror when, *Nintendo's* strict licensing rules meant third-party developers took advantage of movie IPs... with very mixed results. Revisit the game adaptations of *Jaws, Predator, Beetlejuice, Terminator 2* and see which entries among them understood (or even read) the assignment!

The Best and Worst of Retro Game Horror

Featuring: The Retronauts (Gary Butterfield, Bob Mackey, Jeremy Parish) • 1:15 PM - 2:00 PM
Blue Auditorium (E145-E146)

As the past decade of *Five Nights at Freddy's* has taught us, kids love horror. But before all the kiddos out there had the opportunity to look up the most stomach-churning images and videos in creation just by picking up mommy's cell phone, one question arose: How do you market highly inappropriate media to children? Join your pals from the *Retronauts* podcast as they explore the best and worst of retro horror games to determine just how blood and guts sold in an era before formal ratings systems.

Saranghae: What K-Dramas Can Teach Video Game Romance

Featuring: **Two Girls One Ship** • 2:00 PM - 2:45 PM • **Red Auditorium** (E141-E144)

Join the two girls of the *Two Girls One Ship* podcast as they discuss the romance of K-dramas, the various ways they sell emotional intimacy to the audience, and how video games can learn how to do the same. These two girls love love and digital love is an important societal tool that we hope will continue to appear in countless games to come.

Tony Hawk's Pro Skater: Developer Stories

Featuring: **Ralph D'Amato, Nolan Nelson, Chris Rausch, Darren Thorne** • 2:00 PM - 2:45 PM
Yellow Auditorium (D137-D140)

In 1999 a group of 13 talented video game developers were gathered with a shared goal of making a "small skateboarding game". Many of the 13 were new employees at *Neversoft* but all 13 were fully committed to making something new. There was no AI, YouTube, Google or barely much of a World Wide Web at all. The tools that were used were primitive compared to technology today and yet every 9 months a new game was created. Join several of those original developers to hear the stories behind that small skateboarding game that became the *Tony Hawk's Pro Skater* franchise.

Collecting In 2025: How To Start, How To Continue... And How To Quit

Featuring: **Chris Kohler** • 2:15 PM - 3:00 PM • Blue Auditorium (E145-E146)

Seriously, you're collecting video games in the year 2025? But everything's too expensive! All the games are gone! It's just not FUN anymore! ... That's what they say, anyways, but it's just not true if you don't want it to be. Chris Kohler has been collecting since the 1990s and has some advice for every step of your journey -- whether you're just starting a collection, trying to keep one going, or wondering how to wind it all down.

Phantasmagoria - A Panel of Flesh

Featuring: **Victoria Morsell, Paul Morgan Stetler** • Moderated by: **Andrea Subissati**
3:00 PM - 3:45 PM • **Red Auditorium** (E141-E144)

There's nowhere that horror meets gaming more intimately and shockingly than *Sierra's Phantasmagoria* suite of games, where interactive point-and-click adventure meets live-action film footage. Join Rue Morgue's Andrea Subissati along with the games' stars Tori Morsell (star of original Gothic haunter *Phantasmagoria*) and Paul Morgan Stetler (of the Cronenbergian body-horror *Phantasmagoria: A Puzzle of Flesh*) for a look back at some of the most controversial titles to ever cross the genres.

Madden NFL - 1996-2000 - stories from the trenches

Featuring: Ric Neil and Mark Subotnick • 3:00 PM - 3:45 PM • Yellow Auditorium (D137-D140)

Madden NFL is the most successful *NFL* football video game franchise in the world. Hear from Ric Neil (producer at *EA*) and Mark Subotnick *(SEGA)* why "everything is fine and we are shipping on time." Lots of aecdotes, inside stories and fun facts about *EA* and the making of *Madden NFL* in the 90's!

Retrogaming And Mental Health: Games That Dive Into the Mind

Featuring: OtterlyNoah • 3:15 PM - 4:00 PM • Blue Auditorium (E145-E146)

OtterlyNoah will discuss retrogaming and how it correlates to mental health. Gaming is a form of escapism for many people, and in a lot of ways, there are benefits that come to your mental health with the advent of gaming being the world's biggest entertainment form. Certain games explore mental health themes in a surprisingly nuanced way such as *American McGee's Alice, Psychonauts,* and others, so let's discuss the best mental health video games today.

Game Changers: Women in Gaming

Featuring: Katy Townshend, Liz Mamorsky, Jessica Straus • Moderated by: **Two Girls One Ship**
4:00 PM - 4:45 PM • Red Auditorium (E141-E144)

From their first game roles to the present day, women actors in video games have navigated unique challenges and breakthroughs in an industry still evolving when it comes to representation. Join Virvada and Jennasis of the *Two Girls One Ship* podcast, as they bring together industry performers Katy Townshend *(Mass Effect & Fallout 4)*, Liz Mamorsky *(Silent Hill)* and Jessica Straus *(Street Fighter VI & Persona 4)* to share what drew them to games over other mediums, the inspirations that shaped their journeys, and the barriers they've faced working in male-dominated spaces. They'll discuss how roles for women have changed over time, whether characters are finally being written with the same depth as their male counterparts, and what responsibilities both developers and actors share in shaping authentic representation. For fans, developers, and aspiring performers alike, this conversation offers candid insights into the craft, the progress made, and the future of women in video game acting.

Atari Stories

Featuring: Joe Decuir • 4:00 PM - 4:45 PM • Yellow Auditorium (D137-140)

Not only did *Atari* hard and software engineer Joe Decuit work on the *Atari 2600* and Atari 8-bit computers, but he also programmed two of the first 2600 videogames: *Combat and Video Olympics*. Join Joe to hear about all things *Atari*, the 2600 development process, design etc.

How I Published My Own Game Without Knowing How to Code

Featuring: **John Riggs** • 4:15 PM - 5:00 PM • Blue Auditorium (E145-146)

John Riggs has 6 games he has published for NES, GBA, Dreamcast, Genesis, Steam, and Switch. He'll tell his story on how he was able to make it happen without knowing how to code. It's all about networking and meeting people who need your help.

We Launched the NES 40 Years Ago Today

Featuring: **Gail Tilden, Lance Barr, Bruce Lowry** • Moderated by **Frank Cifaldi** *(Video Game History Foundation)* • 5:00 PM - 6:45 PM • Red Auditorium (E141-144)

Join us for this very special, extended, once-in-a-lifetime panel discussion with three people who were instrumental in launching the *Nintendo Entertainment System* exactly 40 years ago (to the day!). We'll discuss the challenges of launching a game system in the United States when the market was "dead," the inspirations behind the design of the hardware itself, the hustle of the New York test market, the legacy behind now-classic launch titles like *Super Mario Bros.*, and much much more!

Toys to Life - When the Toybox Went Digital

Featuring: **Faran Thomason, James "Purple" Hampton, Ted Tahquechi** (and **Steve Mitchell** remotely) • 5:00 PM - 5:45 PM • Yellow Auditorium (D137-D140)

Toys and games weren't just sharing shelf space in the '90s- they were marketing soulmates. In this compelling panel, the *Retro Game Gurus* dive into their wild adventures creating video game products for the toy aisle at companies like *Mattel, MGA Entertainment,* and *LeapFrog*. From *Hot Wheels* tracks brought to life in digital form to *MGA's Bratz* plug-n-play games and *LeapFrog's* unique blend of education and play, these industry veterans reveal what it took to transform plastic icons into pixelated powerhouses. Expect behind-the-scenes tales of licensing battles, cross-platform development chaos, and how *Toys "R" Us* once helped decide the success of your game. Whether you're a collector, a developer, or just someone who gets a nostalgia rush of seeing your favorite toy on a TV screen, this panel peels back the curtain on a pivotal era when toys powered game sales - and vice versa.

The History of "The Bard's Tale"

Featuring: **Michael Cranford** • 5:15 PM - 6:00 PM • Blue Auditorium (E145-E146)

When *The Bard's Tale* was released in 1985, it quickly became the best-selling computer RPG of the 1980s and was followed by two sequels and a construction set. Having been called "one of the most classic franchises in PC gaming" for its great plot and its novel character class of the bard, *The Bard's Tale* was later remastered and released on the *Xbox One*. It also spawned novels, clue books and spiritual successors. Will your stalwart band choose to join this panel?

An Historical Perspective of Why Retro Video Games are Expensive

Featuring: Brett Weiss, John Hancock • 6:00 PM - 6:45 PM • Yellow Auditorium (D137-D140)

Everyone knows that retro video game collecting has gotten very expensive, especially for CIB or sealed copies of key titles. In fact, it's become quite controversial. But few know exactly why the games have become so collectible and pricey. Author Brett Weiss will give a detailed, historical, linear explanation of why video games have gotten expensive over the years, from the early price guides to the rise of YouTube and eBay to games being graded like comic books and sports cards. With special guest John Hancock!

My Years With Clippy

Featuring: Keith Sink • 6:15 PM - 7:00 PM • Blue Auditorium (E145-E146)

These days AI assistants are all the rage and Clippy would like to know if you need help with that. Learn about the history of the world's most famous (and infamous!) paperclip with *Microsoft Office* technical editor, Keith Sink (aka Clippy's personal trainer). Keith will talk about how the *Office Answer Wizard* worked, highlight other characters for different geographic regions, and dive into Clippy's pop culture influence and legacy.

Metal Gear Mondays Live: Snake's Revenge!

Hosted by: Lilliana Dawn Wright, Alessio Summerfield, James Reichmuth, Nick Freda, and Chad Betteridge • 7:00 PM - 9:00 PM • Red Auditorium (E141-E144)

It's PRGE after dark, and the games-club podcast *Metal Gear Mondays* is pulling the curtain back on the most derided game in *Metal Gear* history—*Snake's Revenge* for the *NES*!

Live gameplay, in the form of "mom said it's MY turn to play the yucky *Metal Gear!*" musical chairs, will also be provided for the enjoyment(?) of the audience.

SUNDAY

Crazy Game Store Stories

Featuring: Cooper and Abbey (owners of *Double Jump Video Games*), **Cody** (co-owner of *Pink Gorilla*) **and Josh** (owner of *Stupid Geeks*) • 11:00 AM - 11:45 AM • **Red Auditorium** (E141-E144)

Whether he's been Solid, Naked, Old, or some non-canon spin-off in-betweener, David Hayter has voiced *Metal Gear's* sneaky hero Snake for nearly thirty years. But, did you know that David is also a successful screenwriter, a film and TV actor, and that he had, arguably, the best haircut of 1994?

Learn about all of this and more, as the hosts of the podcast *Metal Gear Mondays* grill David about his past, quiz him on the nitty gritty details of his work, and sneak a few other surprises into the mix.

The Incredible Story of NÜFEKOP Software

Featuring: Hans Reutter • 11:00 AM - 11:45 AM • **Yellow Auditorium** (D137-D140)

The early 1980s were the "Wild West" times of the home computer industry. One of the best examples is the incredible story of *NÜFEKOP Software* from the tiny town of Shady Cove, Oregon. From a garage operation to a multi-million Dollar software company with dozens of released titles - *NÜFEKOP* epitomized the DIY ethics of the early home computer days, when everything seemed and was possible!

Girls to the Front: A Super Mario Princess Panel

Featuring: Samantha Kelly and Laura Faye Smith • **Moderated by: XO SKELETON** • 11:15 AM - 12:00 PM **Blue Auditorium** (E145-E146)

Get to know the performers behind the princesses of one of the most beloved video game franchises of all time—*Super Mario Bros.*! Featuring voice actor royalty Samantha Kelly (Princess Peach) and starlet Laura Faye Smith (Rosalina)—hosted by XO SKELETON, the producer of *RETRO WITH XO*. Join in the discussion about the impact of positive & powerful feminine representation in video games, and their influence on pop culture. Followed by an audience Q&A!

Pixels, Performance & Paradox: FMV Then and Now

Featuring: Victoria Morsell, Paul Morgan Stetler, Sean Parker • **Moderated by: Jackie Stargrove** 12:00 - 12:45 PM • **Red Auditorium** (E141-E144)

Once hailed as the future of interactive storytelling, full-motion video (FMV) blurred the line between film and play — often in strange, campy, and groundbreaking ways. From the surreal horror of Phantasmagoria to modern indie experiments, FMV has carved out a fascinating niche in art and history. Join actors, developers, and historians as they revisit the highs and lows of FMV's past and debate its unexpected resurgence in today's digital landscape.

The Man Who Voiced 1,000 Snakes - A Pseudo Game Show with David Hayter

Featuring: David Hayter • Moderated by: **Metal Gear Mondays** • 12:00 - 12:45 PM
Yellow Auditorium (D137-D140)

Why do so many RPG fans still love games from 30+ years ago, games like The Bard's Tale, Ultima, Chrono Trigger, or the old SSI "Gold Box" games? There's something about those classics that still feels magical, even today. While building a new authentic 8-bit RPG, we've rediscovered how limitations can drive creativity and once again give players access to the most powerful technology of all: their imagination. This talk explores what made old-school RPGs so memorable, why it's more than just nostalgia, and how leaving room for the player's imagination can inspire fresh innovations in RPG design today.

Beyond Nostalgia: Why Old School RPGs Still Rule

Featuring: Bruce & Laura Gottlieb of *Stirring Dragon Games* • 12:15 PM - 1:00 PM • Blue Auditorium (E145-E146)

Four local game store owners share their stories of shoplifters, crazy customers, and other outrageous, funny and interesting things that have happened over the years. Ever wondered about the day-to-day business of running a video game store? These owners talk about thieves, crazy walk-in trades, holy grails and other interesting tales from behind the sales counter.

Thunder and Steel: A Mortal Kombat Panel

Featuring: Richard Epcar and Will Stephens • 1:00 PM - 1:45 PM • **Red Auditorium** (E141-E144)

With a roster as legendary as its legacy, Mortal Kombat has earned a permanent place in the hearts of gamers for generations. Join voice actors Richard Epcar (Raiden) and Will Stephens (Jax) as they dive into the world of cybernetically-enhanced soldiers, gods, and everything in between.

The Villains of Mario

Featuring: Kenny James, Mike Vaughn, Grant Kirkhope • Moderated by: **Manny McIvor**
1:15 PM - 2:00 PM • Blue Auditorium (E145-E146)

Have you ever wondered what makes Bowser one of the greatest bad guys in video game history? What makes the Koopalings click? What drives Donkey Kong bananas? Join voice actors: Kenny James (Bowser), Grant Kirkhope (Donkey Kong), Mike Vaughn (Iggy Koopa, Ludwig von Koopa), in a panel discussion on what it takes to bring colorful, charismatic villains of Super Mario to life.

The Best And Worst 7/10 Games Of All Time

Featuring: Gary Butterfield and Kaye Ross as *"Watch Out For Fireballs"* **(guest starring The Retronauts)** • 2:00 PM - 2:45 PM • **Red Auditorium** (E141-E144)

7/10 games can paradoxically be some of the best and worst games of all time. What makes a 7/10 game a diamond with rough edges, and what makes a 7/10 game a boring snooze fest that

technically doesn't do anything wrong? Gary and Kaye break it down in this funny talk, complete with plenty of examples and visual aides.

Power-Ups and Potions: Exploring Gaming's Most Iconic Foods and Beverages

Featuring: **Cassandra Reeder, James Asmus** • 2:00 PM - 2:45 PM • Yellow Auditorium (D137-D140)

Join gaming cookbook author Cassandra Reeder *(The Geeky Chef)* and comic writer James Asmus for a deep dive into some of the most iconic foods in video game history. From suspicious stews to pixelated pastries, we'll explore the potions, snacks, and consumables that stuck with us long after we put down the controller. Along the way, we'll chat about what makes these foods so memorable, how they function in their games, and how they've inspired real-life recipes and recreations.

The Charles Martinet Experience

Featuring: **Charles Martinet** • Moderated by: **Kelsey Lewin** • 2:15 PM - 3:00 PM
Blue Auditorium (E145-E146)

It's-a-him, Mario! Join Charles Martinet as he shares his experience bringing Mario and company to life, what he's learned over his career, and what life is like as the ambassador to the world-famous plumber. The talk will be moderated by Kelsey Lewin and feature plenty of time for audience Q & A!

The Sound of Adventure: Game Music Composers in Conversation

Featuring: **George Sanger, Mark Seibert, Ken Allen, Al Lowe, Neal Grandstaff**
Moderated by: **The Space Quest Historian (Troels Pleimert)** • 3:00 PM - 3:45 PM
Red Auditorium (E141-E144)

From the haunting melodies of *The 7th Guest* to the triumphant fanfare of *King's Quest*, music has always been the heartbeat of adventure gaming. Join a panel of celebrated composers and musicians alike who scored some of the most iconic soundtracks in interactive entertainment. Expect stories of *MIDI* wizardry as the composers discuss the craft of writing for games, the balance between atmosphere and interactivity, and how their music shaped players' memories.

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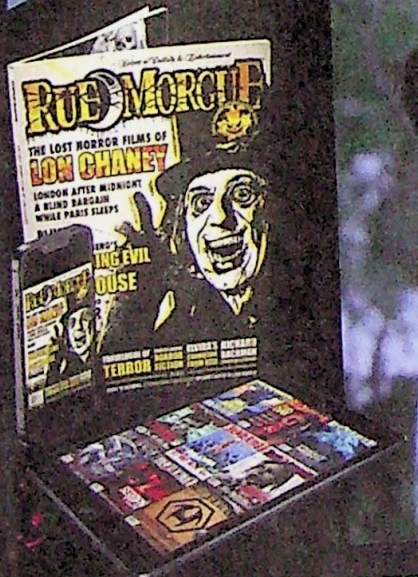

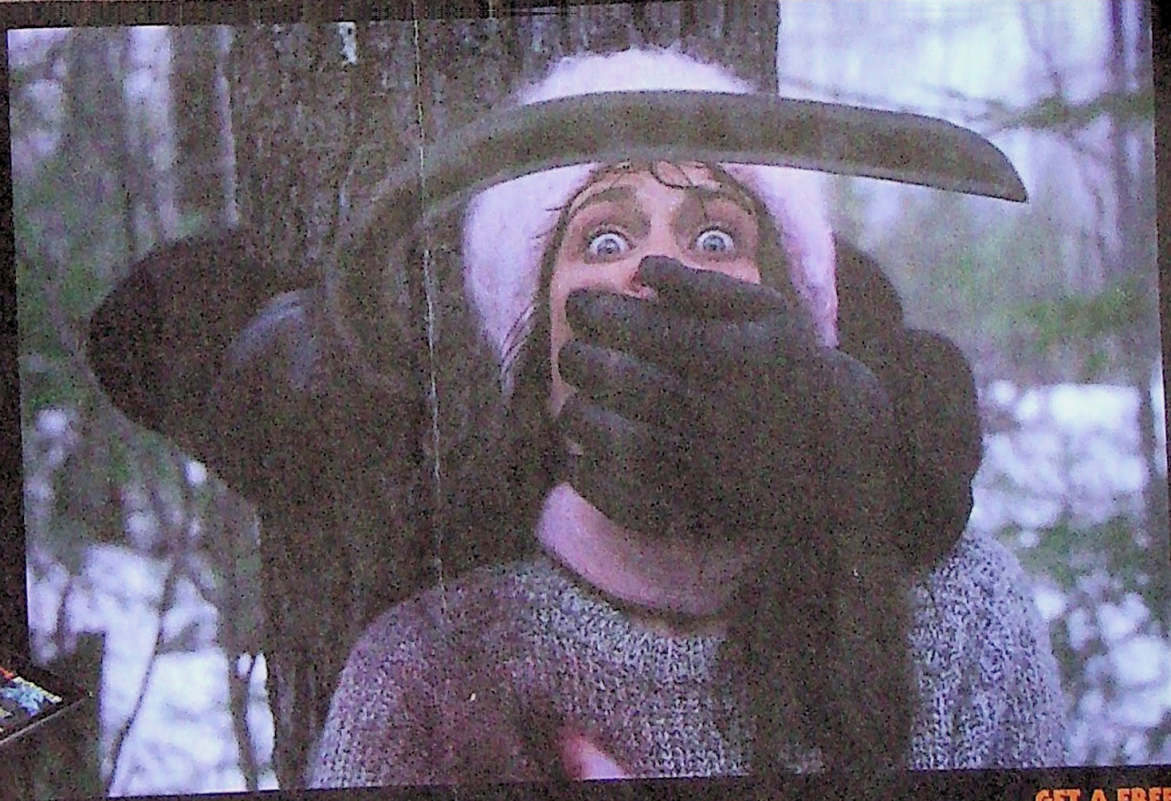

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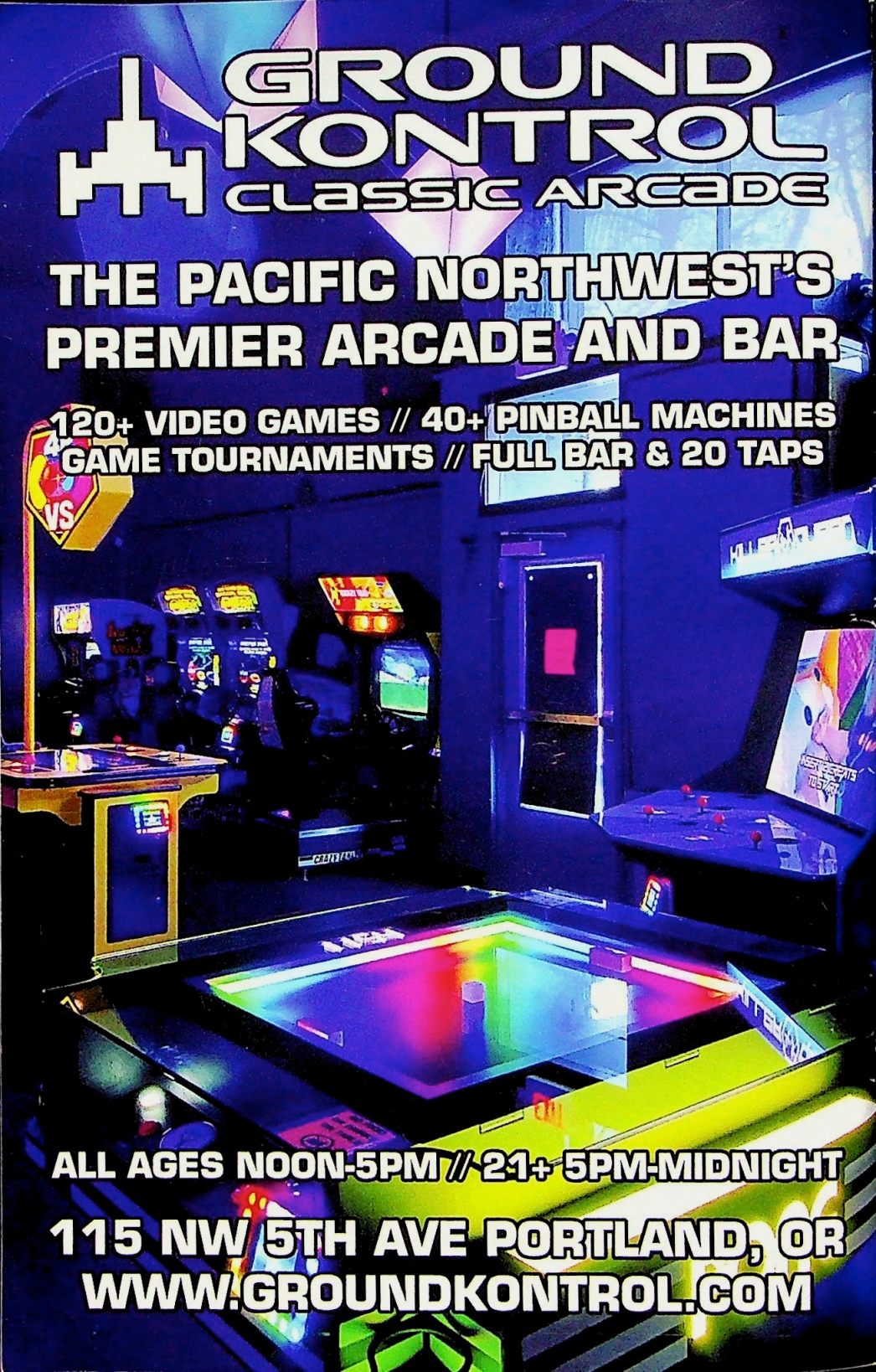
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